


THE EYE SHIELD



Issue 28

July 2004

CONTENTS

[Message From Me and Correspondence.](#)

[Remember This?](#): The Sliding Floor Chamber.

[Adventure Time](#): Series Three quest.

[Puzzle Page 1](#): Creature and monster quotes I.

[Remember Him?](#): Oakley.

[Classic Quest](#): Danny, Nigel, Mark and Tom.

[Creature Feature](#): Wolves.

[Puzzle Page 2](#): Creature and monster quotes II.

[Nightmare University Challenge](#): Clue objects.

[Poetry Corner](#): Barry.

[Puzzle Answers](#): In case you're curious.

The Eye Shield Issue 28 is copyright Jake Collins 2004.

MESSAGE FROM ME

Welcome to issue twenty-eight of The Eye Shield. This issue marks three years since I took on TES and sculpted it into the internet fanzine you are reading today, so congratulations to me for three years of devoted service. I would also like to thank Illusion for continuing to display my work, as well as my devoted readers who make all this finger-tapping worthwhile. Thanks for reading, readers!

Challenge question: Which episode of Nightmare is this? There are two wall monsters in it, one of each gender. There is a fatal explosion.

CORRESPONDENCE

Here are some opinions from Liam Callaghan.

Malice was a bona fide neutral for most of series 4, and Elita, although officially a goody, is the rudest mouth in the Dungeon, and was indirectly responsible for a dungeoneer's death, if I recall correctly. An item that is totally useless is the jar of oil in *Fortress of Assassins*.

The seemingly wavering allegiances of Malice in series 4 certainly confused seven-year-old me when I first saw the series. She was sinister yet reasonable for Alistair, then completely evil for Dickon and finally, in the same episode, very nice to little Jeremy. This is what, in my eyes, makes her a somewhat strange replacement for Morghanna. As for Elita, she certainly led Chris III right into the trap of turning himself into a goblin. There are plenty of useless items in the Nightmare book quests to throw us off the right path. The quest in The Labyrinths of Fear is particularly riddled with them, like the eye patch, the golden key and the silver coin with Arawn's head on it.

As you know, I'm always particularly pleased to hear from other original TES readers. I was, therefore, very interested to receive the following e-mail from TES's former art editor and resident artist, Tim Morris of Stoke-on-Trent.

Dear Eye Shield,

It's nice to see that things are still going strong with The Eye Shield. I used to contribute to the 'zine in its original form; I did the front cover pictures of Treguard and stuff. Keep up the good work, Jake.

Thanks very much for that, Tim. I'm glad you're enjoying the new version of TES. I

remember well your vast collection of artwork that Paul used to use for TES. I'm well aware that my version does lack pictures completely, but I'd be all too happy to tackle one of those pesky scanners and re-launch Art Desk in TES if you or anyone else has a piece of artwork to contribute. Thanks again for getting in touch.

REMEMBER THIS?

Series 7/8. Level 1/2.

THE SLIDING FLOOR CHAMBER

This was exactly like the Fire Room, except there were no fireballs. The room was a yellow sandstone colour, and the challenge was to walk across the three sections of sliding blocks to reach the exit. You would have thought this task would be easier without fireballs being shot at you as well, but this was not necessarily the case.

This challenge first appeared in its castrated form to menace series 7's Alex II at the end of level one. For those of us who had already seen Simon IV complete this challenge with fireballs, the task looked fairly simple for Alex. However, Alex's advisors clearly did not feel the same way. The advisor nearest to Treguard - James - guided Alex slowly and calmly through the puzzle, earning him a big hug from Neil, the advisor next to him. There was obviously a lot of tension as Alex went through the puzzle, but James handled it very well.

The Sliding Floor Chamber then took a break until Barry's quest. Barry was guided through very well, but he had to backtrack to collect a piece of Grimaldine's staff that was on the wall above the third section of floor. With goblins following to boot, it was quite a thrilling scene.

Unlike the Fire Room, the Sliding Floor returned for series 8. Daniel was the first to attempt it, which led to the infamous Gideon's usual erratic guidance. Again there were some creatures following to add to the tension; miremen this time. The room's final appearance was with Michael, who was followed across by Snapper-Jack. Michael's advisors were very distressed to see the Sliding Floor in their quest as they had obviously been hoping to avoid it. It was a tense and tricky challenge indeed, but not so much as its cousin the Fire Room.

Difficulty: 6 Surprisingly tricky and very intimidating.

Killer Instinct: 2 It could so easily have claimed a victim.

Gore Factor: 3 A very quick disappearing act would have followed.

Fairness: 4 Possibly a bit too tricky for level one.

ADVENTURE TIME

It's Autumn 1989, and you're about to take another trip through the Nightmare Dungeon, undefeated in this season. Keep your wits about you and remain true to the Code of Chivalry and you may go far.

1

Treguard welcomes you to another quest through the Dungeon. As you have no advisors to aid you on this quest, he does not blindfold you to the way ahead.

"Use wit and guile to succeed in this quest, young adventurer" Treguard says to you. "Now, face the Dungeon door and step boldly forwards."

You are in a green room with no visible doors. There is a six-sided die waiting for you on a table, and you promptly roll it. A large die rolls into the room and opens up to reveal three exits.

If you go straight ahead, go to **6**.

If you go left, go to **27**.

If you go right, go to **32**.

2

You enter the Vale of Vanburn safely. Velda, the feisty wood elf, is here to meet you, and levels her crossbow at you.

"Hold your place, stranger" Velda warns. "This path leads to the realm of the elf kin, and I will not allow our enemies to pass. What token do you carry to prove that you are an elf friend?"

If you show her a bone, go to **21**.

If you show her a gold bar, go to **36**.

If you show her a rose, go to **13**.

3

"Ooh, very nice, deary" Mrs. Grimwold says greedily as she takes the gold from you. "This will do me just fine, but Festus here doesn't really care to chew on rocks, I'm afraid. And it is his dinner-time, you know. It's nothing personal, deary, but I can't let my Festus go hungry, can I?"

She unleashes Festus and... well, needless to say your adventure ends here.

4

The correct answer is *fire*.

If you answered correctly, go to **29**.

If you answered incorrectly, go to **16**.

5

"Falsehood" says Merlin gravely. "Now I'm afraid you must continue on the path without my help."

The wizard disappears without another word. If you wish to continue, you must now go to **8**.

6

You walk along a blue dwarf tunnel that seems to go on forever. You have to duck a few times to avoid the poisonous bats that swoop from the ceiling occasionally, but you eventually reach the exit unscathed. Go to **32**.

7

You are in the stained-glass window room. You pick a path at random and begin to walk down it, but Morghanna crashes into the picture just in front of you to halt your progress.

"Enough of this!" Morghanna sneers. "You will not pass here, adventurer - that stupid maid is mine now and you will not save her!"

Morghanna begins to weave an evil spell with her hands - you will have to act quickly.

If you cast the spell FIRE, go to **41**.

If you cast the spell FREE, go to **18**.

Failing either of those, Morghanna roasts you alive and your adventure ends here.

8

You leave Merlin's study and arrive in a dark cavern with two stalactites hanging from the ceiling. You walk towards a glowing light that is coming from another cavern, where there is a large chest standing on a table that is made out of rock. You try to open the chest, but it is locked.

If you have a key, go to **31**.

If not, you must abandon the chest and continue on your way. Go to **19**.

9

You are in Merlin's chamber. Fortunately, the large pit that spans the room is already bridged, so it just remains for you to cross over to the magic symbol in front of Merlin's throne. When you have done this, the green-robed wizard appears on the oaken throne.

"Welcome, bold adventurer" Merlin greets you. "You have done well to reach the second level, but you will not progress much further without my help. Two truths I seek from you - two out of two or it just won't do! Here is the first. Who was the son of Uther Pendragon?"

Think carefully about your answer, for Merlin will not help you unless you answer both his questions correctly. What answer will you give to this one?

King Canute. Go to **42**.

King Arthur. Go to **20**.

King Solomon. Go to **5**.

10

"Ye-es" Owen agrees grudgingly. "I was looking for something a bit more specific, though. I tell you what, answer me this and I'll let you have some magic. Which type of cheese is made backwards?"

When you have an answer, go to **17**.

11

You step into the quicksand and immediately sink to your death. Your adventure ends here.

12

You cast the spell and the forcefield is dispelled. Mellisandre recovers consciousness, and you help her to stand up as she overcomes her wooziness. Then a booming voice fills the room.

"Spellcasting:" declares the voice of Merlin. "U-N-I-T-E."

You are transported back to the Great Hall of Nightmare Castle. Treguard and Merlin are waiting here to congratulate you. As Merlin helps Mellisandre to sit down, Treguard speaks to you.

"You have proven equal to the Nightmare challenge, adventurer, and have earned the silver spurs of squiredom" Treguard booms at you. "The Dungeon salutes your efforts, for you are now a champion of chivalry!"

Now that you have won series 3, dare I suggest that you might have any trouble with series 4? Find out next issue.

13

"It is a fair token indeed" Velda nods, taking the rose from you. "No one would carry this instead of a weapon if their feet were on the dark path. You may have passage, adventurer."

Velda steps aside and allows you to exit. You find yourself in the wellway room, but the well is nowhere to be found. The chamber is, however, occupied by Mrs. Grimwold, the witch, and her snarling two-headed dog, Festus.

"Ooh, hello deary" the old crone grins toothily. "This way for level two. Of course, if you want to get there then you'll have to earn your passage. Well, what have you got?"

If you give her gold, go to **3**.

If you give her a bone, go to **23**.

14

That was not a very clever idea, I'm afraid. What hope do you have of surviving this fall? Your adventure ends here.

15

You emerge into Merlin's level three chamber. As you touch the glowing M on the table, a large transparent image of the wizard crashes into the room.

"Congratulations!" Merlin booms heartily. "You have travelled far and survived much peril, and have nearly reached your goal. I hope you have the magic you need to free Mellisandre. If you do, press on and may good luck attend you. Deeper into level three lurks Morghanna, the evil sorceress. You will need dragon magic to defeat her, so keep your wits about you. As a reward for your progress, I gift you the spell GRIP. Now, be brave, for you have only a short way to go."

Pass on now to **37**.

16

"Falsehood!" roars the wall monster. "And now I feed on you!"
You are powerless against Golgarach and your adventure ends here.

17

If you answered *Edam*, go to **25**.

If you answered anything else, go to **33**.

18

Incorrect use of the FREE spell, dumb-head! You could blunder on, but without this spell there is absolutely no chance of you succeeding in your quest. If you had no alternative than to cast this spell, you can at least take consolation from the fact that you didn't give up, even when your wits deserted you. Still, whichever way you cut it your adventure ends here.

19

You negotiate your way out of the cavern range and emerge onto a bridge between two cliffs. As you stride overconfidently across, there is a flash of lightning and Hordriss the Confuser is standing on the bridge in front of you, blocking your path.

"Stop!" Hordriss commands you forcefully. "You really cannot pass, you know. Not before someone of such esteemed breeding as myself. Infidel, you will just have to go back, or perhaps go down!"

There is no reasoning with Hordriss when he is in this frame of mind. It will take magic to defeat him, and if you don't have any there is no way for you to pass Hordriss and you can decide for yourself whether to turn back or step off the bridge. Either way, your adventure ends here. If, however, you do have magic, which spell do you wish to cast?

SWORD. Go to **40**.

FREE. Go to **18**.

20

"Truth accepted" Merlin smiles. "Here is the second. Some say he was christened Robert, and he might one day have inherited an English lordship. Who was he?"
What answer will you give to this?

Herne the Hunter. Go to **38**.

William Tell. Go to **35**.

Robin Hood. Go to **30**.

21

Velda gasps in horror.

"I suppose I don't need to ask how you came by that, savage!" she trills. "You may certainly not enter our realm!"

A crossbow bolt is soon embedded in your skull and your adventure ends here.

22

The spell freezes Medusa's stare. You quickly dash from the chamber and emerge into the vast cave of Owen, the dragon. The enormous reptile blinks at you in surprise as you enter, and then a smile flickers on his colossal jaws that could easily enclose a small village.

"Oh, hello" Owen greets you. "How nice to have another visitor. If you're on a quest, I'll wager you could use some dragon magic."

"Yes please" you say.

"Very well, then" Owen rumbles. "Listen carefully. The basking, the nurse, the hammerhead, the whale, the tiger and the dogfish are all forms of what?"

When you have an answer, go to **28**.

23

"Here you go, Festus" the witch leers, tossing the bone to the dog. "That should keep you busy while our young friend here escapes. Spellcasting: W-E-L-L."

The wellway appears beside you.

"I'd get down that quickly if I were you, deary - that bone won't last him long," Mrs. Grimwold advises you with a certain relish. "Good luck with your adventuring."

You hastily go down the well to **24**.

24

You land in the level two clue room. On the table you find a key, a candle and a yellow-and-red folderol. Decide which two of these you wish to take and then go to **9**.

25

"Ah, well done" Owen commends you. "As a reward, I gift you the spell FIRE. I hope you've worked out who or what you should use it to defeat. Now, be on your way."

Continue to **7**.

26

You are in the Dungeon Valley that leads to the Vale of Vanburn. A winding path offers you a roundabout route, or you could cut across an area of greenery directly in

front of you.

If you do this, go to **11**.

If you follow the path, go to **2**.

27

Never take the sinister path when there is an alternative! You are ported straight into a chamber that contains nothing but a very large and very hungry catacombite. There is no need to say any more about your likely fate in this situation. Your adventure ends here.

28

If you answered *fish*, go to **10**.

If you answered *shark*, go to **25**.

If you answered anything else, go to **33**.

29

"Truth accepted," says Golgarach, not ill-temperedly. "Well done, adventurer. All that glitters is not always good company. The quest is to free the maid from her dire predicament. Pass on now, for I must return to the sleep of time."

Now you must decide which objects to take - out of a bone, a rose and a gold bar - and then go to **26**.

30

"Truth accepted," says Merlin again. "Congratulations - you have answered well. In return, I gift you a spell called SWORD. And as it's offensive magic, I hope you'll have the sense to use it defensively. Good luck to you."

The wizard disappears without another word. Go to **8**.

31

Inside the chest is a scroll. When you read it, it gives you the knowledge to cast the spell FREE. Do not underestimate the value of this spell as it is very important, and should only be used at the climax of your adventure. It may, of course, only be used once. Go to **19**.

32

You are in a room with four doors and a trapdoor in it. On top of the trapdoor stands Mellisandre, the Dungeon maid. She hails you when you enter the chamber.

"Ah, there you are" Mellisandre says excitedly. "I've got a very special warning for you. When you reach the moving wall, you mustn't take the sin..."

Predictably, the trapdoor opens beneath her and swallows her up - why on Earth does she keep standing there? You can hear Mellie's plaintive cries for help wafting up from the depths below.

If you follow her down the trapdoor, go to **14**.

If you decide to carry on by leaving the room through one of the four doors, go to **39**.

33

"Oh dear me" Owen says sadly. "If you're ignorant then you've got to remain so, that's what I always say. Bye now."

You will get no more out of Owen, and must continue on your way to **7**.

34

"Ah, I've been looking for that" Motley smiles as he takes the folderol. "I really must stop leaving it lying around. Right, fair's fair - level three it is."

Motley helps you to sit in the minecart and then gives it a hefty shove. You travel bumpily down the mine tunnel and land with a crash in level three. You stand up and dust yourself off, before appraising the room you are in. There are two doorways with a skeleton hanging between them. You will have to choose which way to go.

If you go left, go to **27**.

If you go right, go to **15**.

35

"Falsehood" says Merlin gravely. "Now I'm afraid you must continue on the path without my help."

The wizard disappears without another word. If you wish to continue, you must now go to **8**.

36

"Metal trinkets are of no value to us elves" Velda smirks. "Surely you have something better?"

If you show her a bone, go to **21**.

If you show her a rose, go to **13**.

37

You are in the chamber of the Medusa. The Gorgon's stare bears down on you and threatens to turn you to stone at any moment. You must act quickly.

If you cast the FREE spell, go to **18**.

If you cast the GRIP spell, go to **22**.

38

"Falsehood" says Merlin gravely. "Now I'm afraid you must continue on the path without my help."

The wizard disappears without another word. If you wish to continue, you must now go to **8**.

39

Very sensible. If you want to help Mellisandre then you'd better assure your own

safety first. You choose a door and it takes you into the level one clue room. Here you find a bar of gold, a bone and a rose on the table. You also find the large and imposing features of Golgarach, the wall monster.

"Leave the table of Golgarach until you have faced my challenge!" Golgarach commands. "It is always hungry, but when it drinks it dies. What is it?"

When you have an answer, go to **4**.

40

A shimmering sword appears in front of you and makes straight for the startled warlock.

"Well, there's really no need for that sort of attitude" Hordriss snarls, crestfallen. "If you really feel that strongly about it then I am quite happy to withdraw - the path is all yours."

Hordriss disappears, and so does the magic sword. You cross the bridge and find yourself in the minecart chamber, which means the end of level two. But there is no way to enter the tunnel on foot, so you'll need a push. Fortunately, Motley the jester is waiting for you in the chamber. Let's just hope you can persuade him to help you.

"Hello, Helmet Face" Motley says jovially. "I'd say you've just about reached the end of your level. One push from me and you'll go trundling down happily to level three, but you don't get anything for free in this Dungeon. Well, what do you have for me?"

If you have Motley's folderol, go to **34**.

If not, you might wish to cast the FREE spell if you have it, in which case go to **18**.

Failing either of those, Motley abandons you and you are doomed to rot in this chamber until the rats have consumed your dead flesh. Your adventure ends here.

41

Morghanna screams piercingly and disappears as the dragon magic overcomes her. You continue on your way and finally reach the quest chamber. Mellisandre stands motionless in the middle of the room, a powerful magic forcefield encasing her.

If you have the spell FREE, go to **12**.

If you did not obtain this spell, you must sadly abandon your quest at the very brink of victory!

42

"Falsehood" says Merlin gravely. "Now I'm afraid you must continue on the path without my help."

The wizard disappears without another word. If you wish to continue, you must now go to **8**.

PUZZLE PAGE ONE

Which characters are responsible for these quotes, and which creatures or monsters are they talking about? Name the series, episode and dungeoneer as well.

1. "Let's just hope she's fed recently and is sleeping. It makes me shiver just to think of her."
2. "They can swim a darned sight faster than they can walk, I tell 'ee."
3. "This creature, if creature you can call it, belongs to the lower levels, but some spiteful sorcerer has brought it up here especially to annoy me."
4. "The last person who was in these dwarfish tunnels, he nearly got his head bitten off by something snappy."
5. "It's like a sort of troll, only bigger and squashier, and definitely nastier."
6. "One does so despise those lingering traces of violent death."
7. "Very stupid, yes. Very dangerous, oh yes!"
8. "Contact with this cold one will cost you dearly in life force."
9. "You abomination! You pollute the threshold! You offend!"
10. "Personally I find them fascinating, but it's doubtful whether they know a lot about the great scheme of things."

REMEMBER HIM?

Series 4/5. Level 1/2.

OAKLEY

Along with the wall and door monsters, this grumpy old tree troll was one of the Dungeon's spellbound guardians who asked dungeoneers three questions as a way of testing them. Oakley appeared to be a kind of faerie dryad who, during series 4, inhabited a large oak tree in the Forest of Dunn. He had little time for humans trespassing in the forest and was very suspicious about their intentions towards the fragile greenwood: *"I hates thieves! All humans is thieves and despoilers!" - Oakley*. Clifford Norgate provided the mouth and voice for Oakley, whilst his eyes were animated. The whole face was projected onto the tree in Oakley's glade, which was the same process used to create wall monsters Golgarach and Brangwen the year before, and also the door monsters.

Like the wall monsters before him, Oakley guarded the level one clue objects. He asked three questions to test the dungeoneers, the answers to which would earn either a "Truth accepted!" or "Falsehood!" from Oakley. Unlike the wall monsters, however, he did not give the correct answer if the team answered wrongly, and he gave no bonus for answering all three questions correctly. Oakley's questions were nature-based, and designed to test the team's level of understanding about the greenwood: *"Those who walk the path must understand the path they walk. We will not abide clumsy feet or closed minds."* - *Oakley*.

Pickle, a wood elf, had a certain sympathy for Oakley's point of view:

Treguard: "Beware, team, this wooden giant isn't necessarily a friend. He has good reason to distrust humans even more than goblins."

Pickle: "Hmm, better I'd say. Why, if you knew how many good spinneys..."

Treguard: "Yes, but not now, Pickle!"

This was the theory for Oakley anyway. As it turned out in practice, Nicky's questions had nothing to do with nature, and then Simon and Dickon didn't get any questions at all! Oakley also lost his rather nice parting line after only two dungeoneers: *"Good fortune in the greenwood, but mind where you step!" - Oakley*. Nevertheless, Oakley was a commanding presence in series 4 and a very important part of the quest. Without his clues, the team would not know which objects to take in

order to help them reach the wellway at Dungarth or the Castle of Doom. With two or three questions answered correctly, however, Oakley was prepared to trust the dungeoneers and give away his information. He was still a bit suspicious, though: *"I trusts you now, 'til you proves different."*
- *Oakley.*

Oakley made a brief return to Knightmare in the third episode of series 5 to give Richard II the password for level two. This time, however, he was out of his familiar level and even appeared to be residing in a different oak tree, which was rather odd. It is a pity more was not done with the character in series 5, as with the disappearance of Oakley went the last of the wall-projection creatures that had been a big part of Knightmare since the very first episode.

So, Oakley was the last in a great line, and an interesting character to watch. Because of his unique status as Knightmare's only tree troll, he is perhaps more memorable than the individual door - and even wall - monsters. He was an enjoyable part of series 4, but could have been better used in series 5.

Fear Factor: 6 He was commanding and threatening.

Killer Instinct: 2 Who knows what would have happened with a score of 0?

Humour Rating: 1 Very little evidence of anything like a sense of humour.

Oscar Standard: 8 As tree impersonations go...

CLASSIC QUEST

Series 1

Quest: To survive the Dungeon.

Dungeoneer: Danny Clayton.

Advisors: Nigel, Tom and Mark.

Home town: Portsmouth.

Team score: 6 out of 10.

Danny's quest was perhaps the most impressive in series 1, even though it didn't quite reach level three.

Level One: The first room is the usual choice of four doors. Rather than the usual letters or symbols on the floor, however, Folly is in the chamber, making his first appearance on Nightmare. He gives the team a riddle about the four doors, and they have to eliminate the dangerous ones to find the safe path. Once Danny has been guided through the correct door, he reaches the clue room. Granitas is on guard, and the team manage to answer two of his three riddles correctly. Acting on Granitas's advice, the team choose a bag of salt and a Buddha statue from the table, leaving behind a key. A meeting with Lillith follows. The sorceress is impressed with the Buddha, and lets Danny pass through her domain. She also gifts the team the spell ITCH. Danny then finds himself in a monster's stomach, where the salt is used to induce a belch. Danny is burped into the Corridor of the Catacombs, where he is guided through a door with a chalice symbol in front of it. This leads to the wellway room, where Gumboil is on guard. The ITCH spell is cast, and Gumboil is left clawing helplessly at his chainmail while Danny climbs into the well and descends to level two.

Level Two: Cedric is on guard in the first chamber, and poses his usual three riddles. The team score two, and Cedric rewards them with the spell ANVIL. This is used in the next chamber, where Gumboil is on guard yet again. A giant anvil appears and knocks the knight out, and Danny is able to progress to the clue room. Here he picks up a spell timer, as well as Casper the talking key. The moving keyhole challenge follows, which mainly involves Casper and the advisors yelling instructions at Danny, which he is not quick enough to act on. At last the middle door is unlocked, and Danny moves on to Merlin's study. The block puzzle is completed and Merlin appears on his throne. Danny gives Casper and the spell timer to Merlin, and then the wizard asks three riddles. With all

three answered correctly, Merlin rewards the team with the spells ENERGY, FREEZER and FLARE. He also issues the standard warning about Mogdred. Through the Hall of Spears, Danny has a choice of two doors. Folly is on hand to help with a riddle, and he indicates quite clearly that Danny should go right. However, the team argue for a while about which way to turn and end up going left. Danny walks into a mined chamber and is instantly blown to smithereens.

Summary: A promising team who were often impressive, but they argued their way to a fatal mistake in the end.

CREATURE FEATURE

Series 4/5. Level 1/2/3.

WOLVES

When England's fair great land was dominated by rolling woodlands and dense forests, wolves were endemic in this country. As Knightmare Castle exists in such a time, so any dungeoneer venturing into the surrounding woodland might find himself as potential prey for a pack of hungry wolves. Of course, what masked this threat on Knightmare was that the wolves were nowhere to be seen; they were only heard. Still, the howls (in series 4 at least) were scary enough. The only time we caught a glimpse of a wolf was in the second episode of series 4. It ran across the woodland glade from which Helen II had just departed, but was only on screen for a fraction of a second. It was obviously not a real wolf, of course - it looked a lot like an Alsatian.

With the extension of the Dungeon realm into the woodland in series 4, a whole new dimension to the Knightmare world was created. It certainly rings true that there would be wolves abroad in the woods, but the way they were presented on Knightmare did not make for a very threatening creature. Basically, all we had to go on were the howls. These were very convincing in series 4, although many people do not seem to feel that this created any kind of convincing atmosphere. In series 5, however, the howls were redone and sounded a lot less convincing - in fact, they sounded like people pretending to be wolves, which is what they undoubtedly were! Pickle's warning cry of "*white wolves, Master!*" when Ben was in Winteria was a bit chilling, but still there were no real threats presented.

Perhaps I am not doing the wolves justice here - after all, atmospheric howls are a lot scarier than the salivating CG carnivores we would undoubtedly be treated to if Knightmare were being made today. As a bit of atmosphere, the wolves were okay, but as a threat... well, I'd look elsewhere for that.

Fear Factor: 4 The howls were reasonably unnerving to begin with.

Killer Instinct: 0 Not a physical threat.

Gore Factor: 1 Few people find wolves physically repulsive.

Humanity: 3 More closely related to us than some of Knightmare's creatures and monsters.

PUZZLE PAGE TWO

As before...

11. "It's monstrous, Master, there's no way past!"

12. "They tend to eat prisoners."

13. "A nasty cult the _____; adept at ambush."

14. "The thing can not be destroyed; only damaged!"

15. "Assassin come for humble servant!"

16. "Man of bones with blade of steel; only Fear can make you real."

17. "Well now; a threat perhaps, or perhaps not. It's up to you to decide."

18. "Whoever spellbound these _____ had no sense of humour, did he?"

19. "Absolutely nothing is like _____."

20. "Because they're not very bright, they delight in stupidity. In this case, your stupidity!"

KNIGHTMARE UNIVERSITY CHALLENGE

The questions below relate to spells and objects from Knightmare. If you answer the starter for ten points correctly then you can have a go at the bonuses for five each, but if you get a starter wrong then the bonuses that follow it cannot count towards your total score. Keep track of your points as you work through the questions, and see how well you performed by reading the legend at the very end of this section.

1. What was the first object to be used on Knightmare? (10)

- a. Which common recurring bribe was first used by Richard in series 1, and last used by Michael in series 8? (5)
- b. Who was the first dungeoneer to blow a horn? (5)
- c. In which series did a bar or bag of silver first and last appear? (5)

2. Which spell was often used to reach level two safely in series 8? (10)

- a. Which spell from Velda turned Kelly I into an armoured warrior? (5)
- b. Which spell from Merlin floored Mark's dragon? (5)
- c. Which spell from Motley made Jeremy's guard laugh uncontrollably? (5)

3. In series 4, which three characters made pacts with dungeoneers in level one that usually involved redeeming objects? (10)

- a. Which object did Helen redeem for Hordriss? (5)
- b. Which object did Alistair redeem for Malice? (5)
- c. Which object did Giles redeem for Merlin? (5)

4. Which series 7 dungeoneer used a mop to gain an INSIGHT spell? (10)

- a. Which unusual object did Kelly I need to create a wellway? (5)
- b. Which dungeoneer delivered an amber globe to Lord Fear from Maldame? (5)
- c. Which famous statuette did Danny give to Lillith? (5)

5. What spell did Treguard frequently cast from series 1-5? (10)

- a. What three spells did Merlin use in series 3 to restore energy? (5)
- b. Which spell did Mogdred use to obscure Neil from his advisors? (5)
- c. Which spell powered Captain Nemanor and his ship to the Mines of Gore? (5)

Answers:

1. A ruby/red gem, to bribe Lillith. (10)

- a. Gold. (5)
- b. Chris I (series 2). (5)
- c. Series 2 & 7. (5)

2. FLOAT. (10)

- a. TRANSFORM. (5)
- b. SLEEP. (5)
- c. JOKE. (5)

3. Hordriss, Malice and Merlin. (10)

- a. Bracelet. (5)
- b. Green gem/emerald. (5)
- c. Key. (5)

4. Ben III. (10)

- a. Crayon. (5)
- b. Nathan. (5)
- c. Buddha. (5)

5. DISMISS. (10)

- a. VIM, ENERGY, ERG. (5)
- b. SHROUD. (5)
- c. WIND. (5)

Score:

0-45: Come on!

50-95: You might make it to the semis.

100-115: A finalist to be sure.

120-125: An ultimate Nightmare University Challenge champion.

POETRY CORNER

Now it's time to look at Barry's quest in verse - how could I have neglected this one for so long?

Knightmare made a legend born,
And his name was Barry Thorn.
He's the bottom oh so smart,
And his quest's a work of art.
A Strange encounter first of all,
Then green mage in Lissard's thrall.
Grimaldine's staff was duly sought,
As Romahna goblins fought.
Past healing man and sliding floor,
Barry found the pieces four.
Grimaldine rescued from his plight,
To level two with dragonflight.
Lord Fear made Lissard look his best,
To stop the trap was Barry's test.
Fidjit helped to find the way,
To amber that in furnace lay.
With Greystagg paid and spell in hand,
Raptor's goblins could not stand
The pressure from the magic boot,
Hordriss flirting was a hoot.
Marta's beauty fell away,
Hordriss was in disarray,
To level three he showed the way.
Lord Fear's plan surely was sound;
To send a troll to stomp around!
With sewers rowed and game cards played,
The rescue mission was delayed.
With short cut taken Barry found
A hammer would send troll to ground.
The Shield was spurned for urgent needs,
But then turned up to pay good deeds.
Bulstrode fell on top of Fear,
And Barry's victory was clear.

PUZZLE ANSWERS

Challenge question: Series 3, episode 10.

Creature quotes:

1. Pickle said this about Ariadne in series 4, episode 16, with Giles.
2. Raptor. Miremen. 8, 3. Daniel II.
3. Lillith. Catacombite. 1, 3. Simon I.
4. Majida. Snapdragons. 8, 4. Nathan.
5. Treguard. Mire trog. 8, 9. Dunston.
6. Hordriss. Skull ghosts. 4, 3. Helen II.
7. Majida. Troll. 7, 11. Julie II.
8. Treguard. Cavernwraith. 2, 15. Steven.
9. Gatemaster. Tiny the hobgoblin. 5, 16. Kelly II.
10. Mellisandre. Maggots. 3, 10. Douglas.
11. Pickle. Giant lizard. 4, 8. Simon III.
12. Lord Fear. Goblins. 7, 10. Julie II.
13. Treguard. Assassins. 4, 14. Jeremy.
14. Velda. Armoured Behemoth. 3, 6. James.
15. Ah Wok. Samurai. 6, 5. Alan.
16. Snapper-Jack. Skeletron. 8, 8. Rebecca.
17. Treguard. Giant amphibian. 3, 5. Leo.
18. Pickle. Door monsters. 4, 12. Dickon.
19. Treguard. Frightknights. 5, 4. Sarah.
20. Treguard. Wall monsters. 1, 1. David.